

WHITE



White Home Embroidery Machine Model 4400 Instruction Manual

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*Computer speeds
vary, but installing
your White
software takes
only a few minutes
on any system.*

Software Installation

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Minimum Computer Requirements

Pentium® III Processor
128 MB RAM
45MB hard drive space
Microsoft® Windows®
2000 or XP
CD-ROM Drive
Display 800 X 600 or better
Mouse
USB Port



Close all programs before installing either the USB drivers or the software applications.

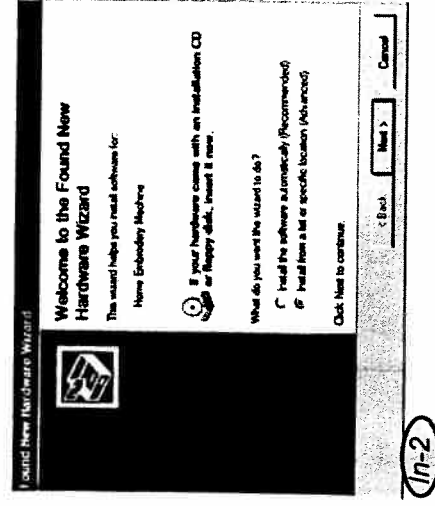
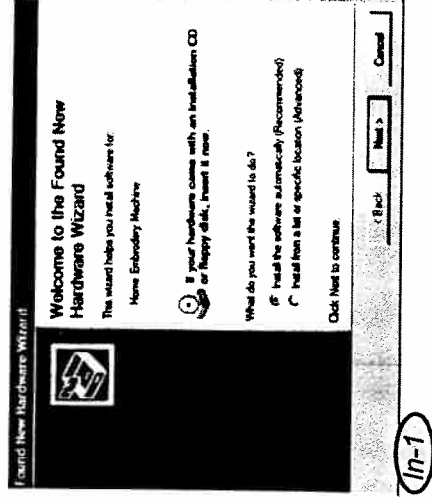
Install the USB Driver

Most users will need to install the furnished USB driver to communicate with the machine.

1. Turn your computer off. Plug the flat end of USB cable into USB port. This port may be in the front, back or side of your computer.

2. Plug square end of your USB White 4400. Turn the machine on.

3. Turn the computer on. The first screen you see will say *New Hardware Found (Fig. In-1)*. Insert your installation CD into the drive, select *Install from a List or Specific Location* and click *Next (Fig. In-2)*.



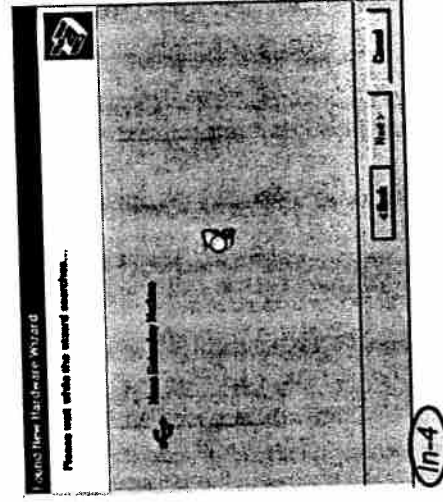
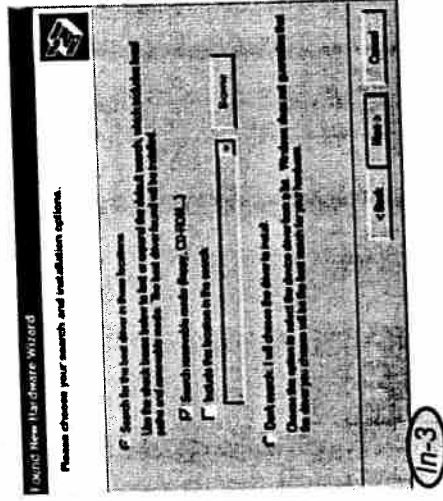
4. Select *Search for the best driver in these locations* and check *Search removable media (floppy, CD-ROM...)*. Click *Next* (Fig. In-3).

6. When the driver is found, click *Next* to begin the installation process (Fig. In-4).

7. When installation is complete, click *Finish*. Your driver installation is complete, and you are ready to install your White 4400 software.



Your White software will automatically detect your machine when the machine is turned on before you launch the White software. The software will not launch if the machine is not on.



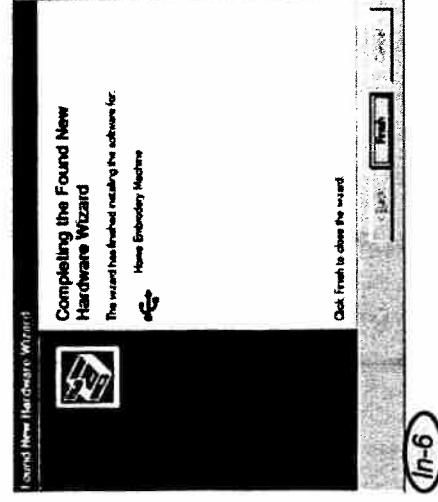
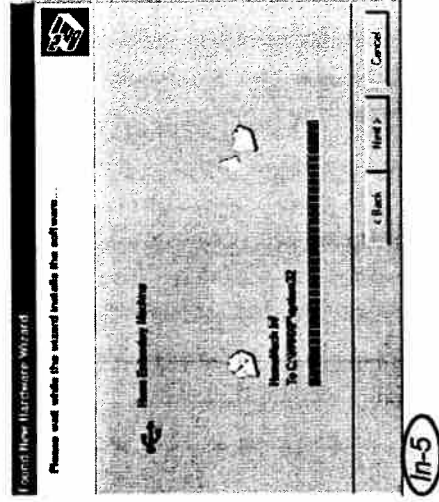
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You may install the White program on two computers, but the machine must be connected for it to launch.

7. You will see a progress bar on your screen as the files are being copied to your computer (Fig. In-5).

8. When installation is complete, click *Finish* (Fig. In-6). Your driver installation is complete, and you are ready to install your White 4400 software.





If you don't see the small Navigator icon **W** at the bottom of your screen, you may need to "expand" your task bar by clicking on the small arrows.

Using the USB Driver

If you use Windows 2000, or XP, a USB icon will appear at the bottom right corner of your screen near the clock. After installing the USB driver, your Windows operating system will automatically recognize the home machine USB driver each time you turn on your computer.

Turn the machine on before launching the White software. Following this sequence will assure that the computer recognizes the machine. Launching the White 4400 software from the desktop icon launches both the main design application software and the Navigator software. It is necessary for the Navigator module to recognize the presence of the machine in order to launch. When the Navigator module is running you should see a small Navigator icon **W** on the task bar at the lower right portion of your screen. If you wish to display the Navigator screen and it is not visible, you can right click on the Navigator icon and display this menu. Click on *Show Controller*.

Show Control...
Settings...
About White Nav...
Close



The USB driver that you need is located on the same CD with the application software.

No Com Port Message

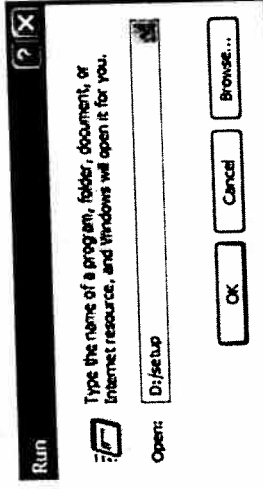
If you get a message on your screen saying, "No COM port..." this usually means the USB driver is not installed correctly. Follow these steps to correct.

1. Unplug the USB cable from the computer while it is on.
2. Turn the computer off.
3. Plug the USB cable back into the computer.
4. Turn on the computer.
5. A Microsoft Windows message stating, "New hardware found," appears.
6. Insert the White 4400 CD into the CD-ROM drive.
7. Follow the instructions in this chapter **Install the USB Driver** to reinstall the USB driver.

Install the Software

1. From the Windows desktop close all open programs. Place White 4400 software CD in the CD drive of your computer.

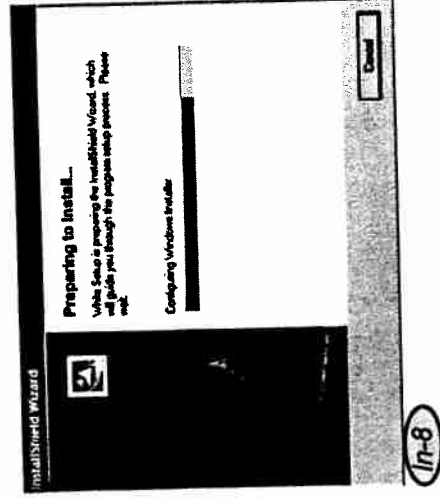
2. From the Windows desktop, click on the *Start* button, and then click on *Run*.



In-7

3. At the *Run* prompt, type the letter of your CD-ROM Drive followed by *Setup* (Fig. In-7). For example, if your CD drive letter is D, you would type D:\setup. Click *OK*.

4. The installation process begins with the *Preparing to Install* screen (Fig In-8).



In-8



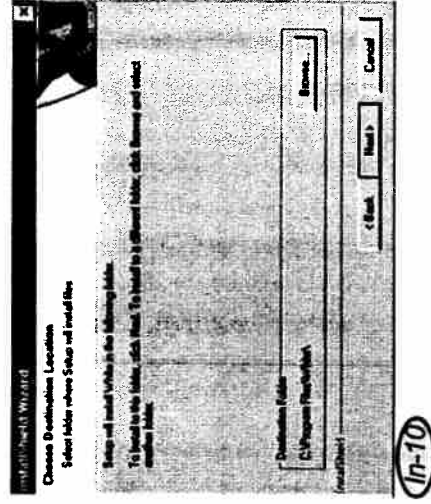
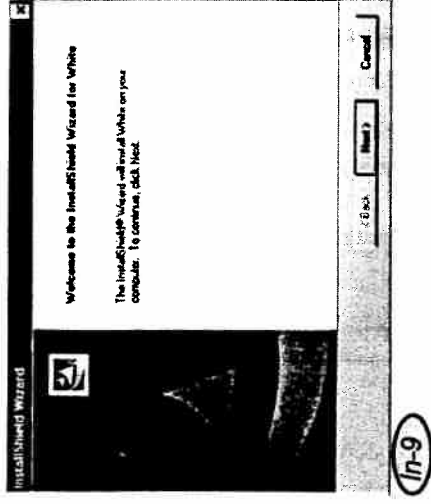
Different computers may have different letters assigned to the CD drive. Go to the *Start* menu and click on *My Computer* to see the drive letter of your CD drive.

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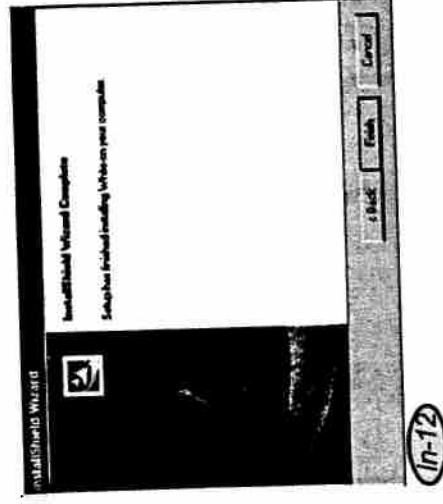
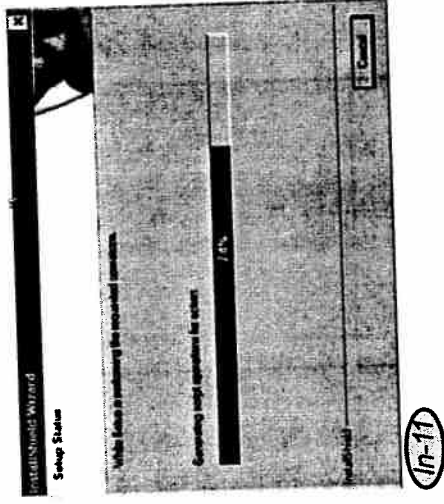
We recommend that you allow the installation program to place your White software in a default folder created by the program.

5. In the InstallShield Wizard screen, click *Next* (Fig In-9).
6. The next screen is the Destination Location screen. The program creates a special folder on your computer to store your program. This folder is *C:\Program\Files\White*. Click *Next* (Fig. In-10)



7. You will see a progress bar on your screen as the files are being copied to your computer (Fig In-11).

8. On the *InstallShield Wizard Complete* screen, click *Finish* (Fig. In-12).



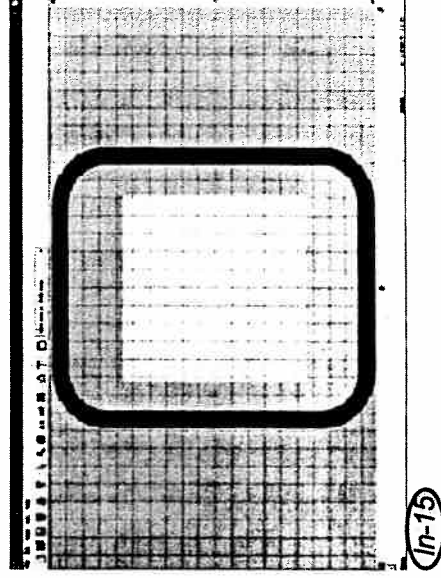
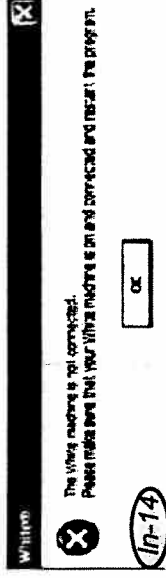
The software will launch only when the presence of a White 4400 machine is detected.



Your computer may have more than one USB port, but you should always connect your machine to the same one, which is assigned to your home machine driver.

Run the Program

1. To run the program, the machine and computer should both be on, with the USB cable attached to both.
2. Click on the White icon on your desktop (*Fig. In-13*). If the software does not detect a White machine, an error message will appear (*Fig. In-14*).
3. If the machine is detected, a small icon **w** will appear at the bottom right side of your computer screen, indicating that the Navigator module of the software is running.
4. The opening screen of the White 4400 software appears (*Fig. In-15*).





If you are new to embroidery, read through this section before you begin to assure your success.

Machine Operation: Preparing to Embroider



Children love to watch embroidery machines. The machine is not a toy. Use caution when children are present.

Electrical parameter rating is 120V 60Hz 30W.

SAVE THESE INSTRUCTIONS

IMPORTANT SAFETY INSTRUCTIONS

When using an electrical appliance, basic safety precautions should always be followed, including the following:

Read all instructions before using this embroidery machine.

Danger To reduce the risk of electric shock:

An appliance should never be left unattended when plugged in.

Always unplug this appliance from the electric outlet immediately after using and before cleaning. Always unplug before relamping. Replace bulb with same type of 15 watt bulb.

Warning To reduce the risk of burns, fire, electric shock or injury to persons:

Operate embroidery machine only when placed on suitable stable table.

1. Do not allow to be used as a toy. Close attention is necessary when this appliance is used by or near children.
2. Use this appliance only for its intended use as described in this manual. Use only attachments recommended by the manufacturer as contained in this manual.
3. Never operate this appliance if it has a damaged cord or plug. If it is not working properly, or if it has been dropped or damaged, or dropped into water, return the appliance to the nearest authorized dealer or service center for examination, repair, electrical or mechanical adjustment.



Do not place fingers or other objects under the needle to hold or straighten fabric while machine is running.

4. Never operate the appliance with any of the air openings blocked. Keep ventilation openings of the embroidery machine free from accumulation of lint, dust and loose cloth and thread.
5. Never drop or insert any object into any opening.
6. Do not use outdoors.
7. Do not operate where aerosol (spray) products are being used or where oxygen is being administered.
8. To disconnect, turn all controls to the off ("O") position, then remove plug from outlet.
9. Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.
10. Keep fingers away from all moving parts. Special care is required around the embroidery machine needle.
11. Always use the proper needle plate. The wrong plate can cause the needle to break.
12. Do not use bent needles.
13. Do not pull or push the hoop or fabric while embroidering. It may deflect the needle causing it to break.
14. Unplug the embroidery machine when making any adjustments in the needle area, such as changing needle or threading bobbin.
15. Always unplug embroidery machine from electrical outlet when removing covers, lubricating, or when making any other user servicing adjustments mentioned in the instruction manual.

**SAVE THESE
INSTRUCTIONS**

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*Make sure you
don't have
anything under the
fabric that could
break a needle,
like a zipper.*

Safety Precautions continued

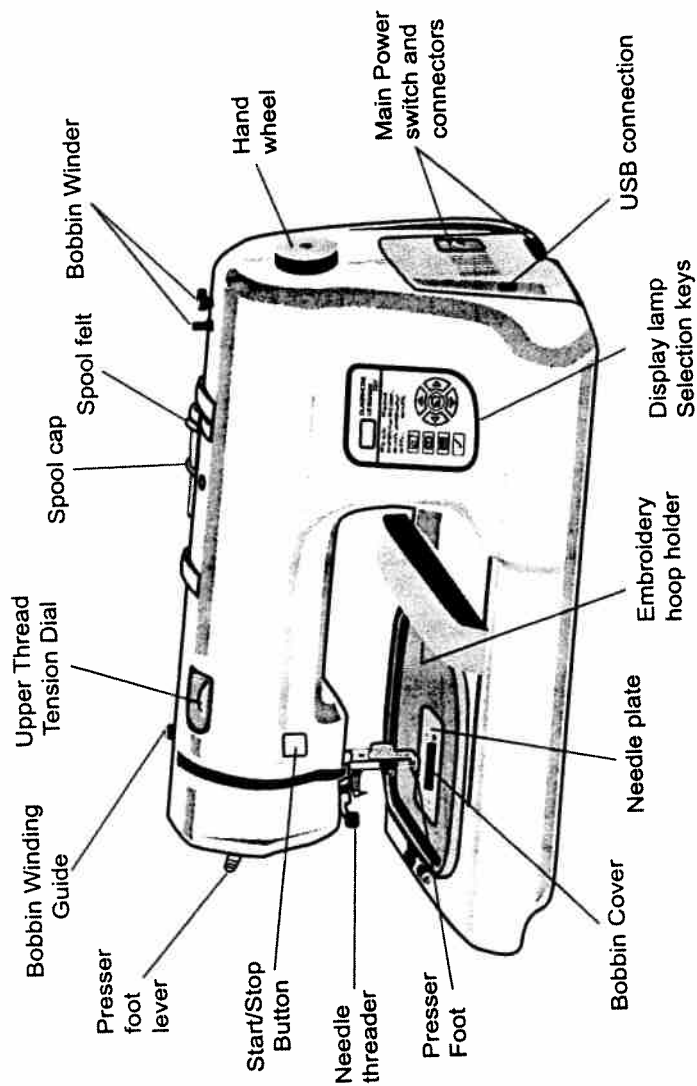
Save These Instructions For Reference

VSM Sewing Inc.
31000 Viking Parkway
Westlake, OH 44145-8012



Parts of the Machine

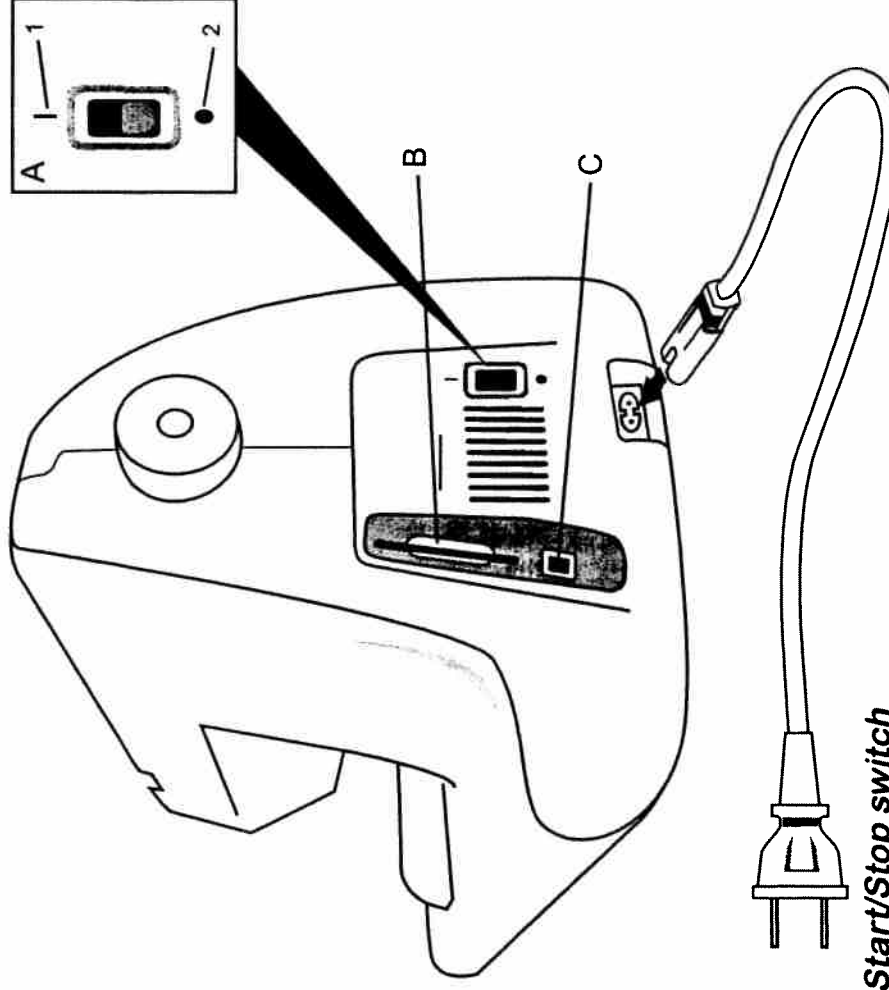
Familiarize yourself with the names of the parts of your machine. This will help you in learning its operation.





Turn switch to
OFF position
before unplugging
cord from power
source.

Power Switch and Power Connections



- A - Start/Stop switch
1 - on 2 - off
- B - Card Slot
- C - USB Connection

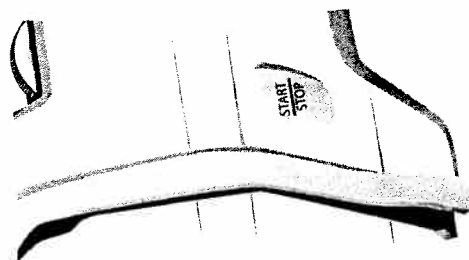
Start/Stop Button

Press this button once to start the machine.

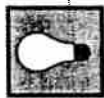
Press it again to stop the machine.

Note:

Before pressing the start button, check to be sure that there are no objects other than the fabric to be embroidered under the needle.



Look at your work space before pressing the start button to assure that the hoop has sufficient space to move freely.



You can wind colored bobbin thread on your bobbin to match the color of your fabric for a more invisible appearance on the reverse side of the fabric.



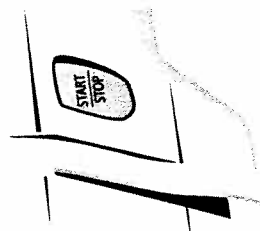
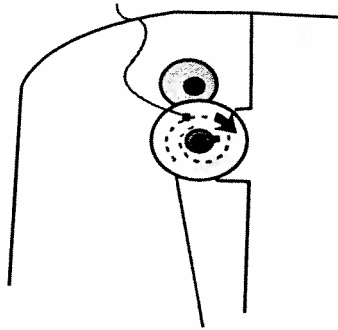
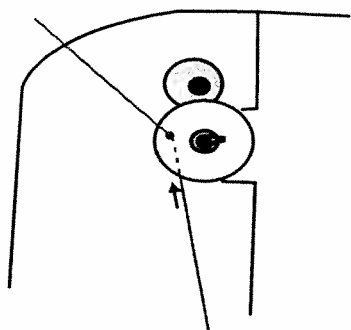
The bobbin winder does not disengage automatically when the bobbin is full. Press stop when bobbin is full.

Wind Bobbin

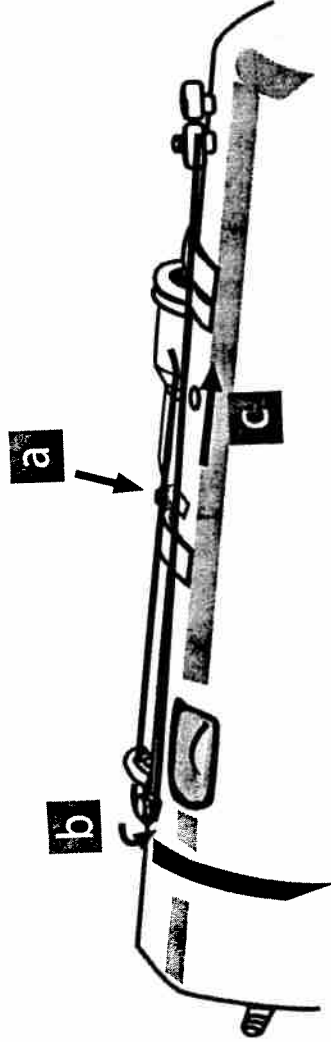
1. Plug in the machine and turn it on.
2. On the horizontal spool pin, in this order, place the felt pad, spool of thread, and spool cap closest to the size of thread spool.
3. Place thread through guides as shown.
4. Pass the thread through the small hole on the bobbin from inside the bobbin. Match the groove on the bobbin to the spring on the shaft and push the bobbin onto the shaft. Press the bobbin winder shaft to the right.
5. Press the Start/Stop button to begin winding. After the bobbin has wound several times, press the Start/Stop button again and trim the thread tail from the top of the bobbin.
6. Use the up and down directional



keys to slow or speed the winding.



7. Press the Start/Stop button again to complete winding the bobbin. **NOTE:** Winding will **not** stop automatically when the bobbin is full.
8. Disengage the bobbin shaft from the winder by pushing the bobbin shaft to the left. Pull the bobbin straight up to remove.



Keep spare bobbins wound so that you will have plenty to finish large embroidery designs without stopping to wind. Use bobbin thread for winding your bobbin.



Visually check the level of the bobbin thread periodically as you remove your completed embroidery. If your bobbin runs out and the machine doesn't stop, you can easily navigate to the point where you need to begin using the Navigator software.

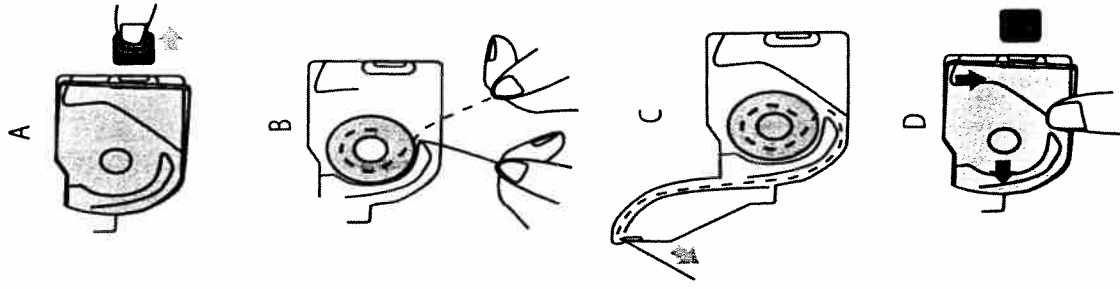
Place Bobbin in Machine

A. Slide open cover to the bobbin area by moving the small lever to the right.

B. Insert the bobbin into the shuttle, with the thread in the direction shown by the indicator under the bobbin cover.

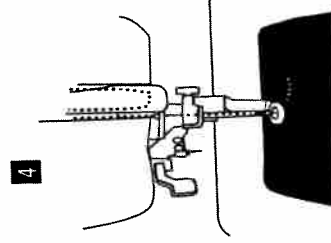
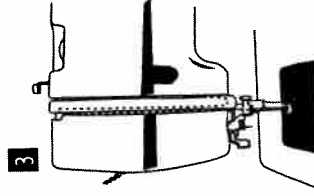
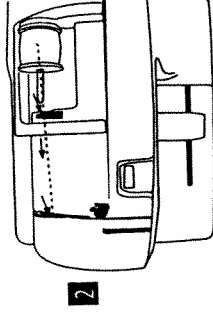
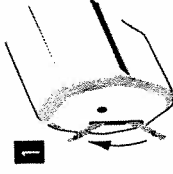
C. Guide the thread around the finger through the channel toward the back. Pull the thread toward you to cut it.

D. Replace the bobbin cover by placing the left side in place and pressing down lightly on the right to snap into place.



Top Threading Procedure

1. Raise presser foot to thread the machine
2. Assure that the needle is in its upper most position
3. Run thread from spool through path indicated by numbered arrows on machine.
4. Lower presser foot.
5. Pass thread behind guides and thread needle as shown.

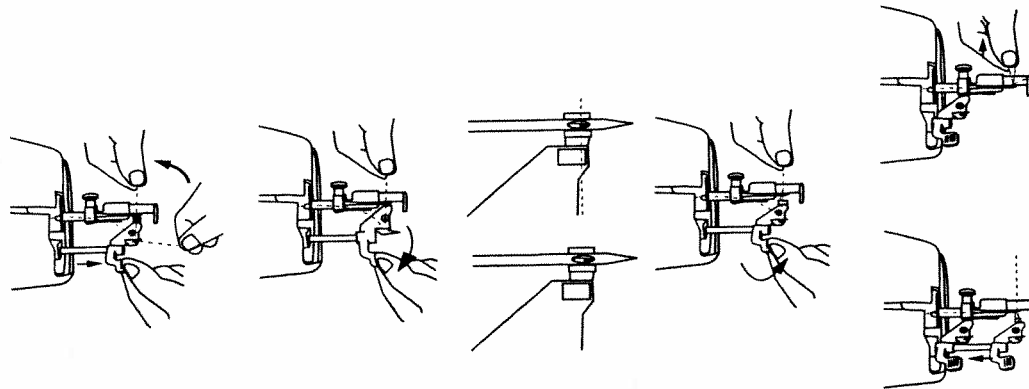


The thread flows freely through the path when the presser foot is raised. It is restricted when the presser foot is lowered. Always raise the presser foot for threading.

Automatic Threader

After placing the thread behind the final guide just above the needle, you can thread through the needle using the automatic threading device.

1. With the presser foot raised, bring thread through upper thread path as described on the preceding page.
2. Lower the presser foot. Lower and move the threader lever forward until it stops. A small hook is passed through the eye of the needle.
3. Pull the thread across the threader from left to right.
4. Gently move the threader lever up and back. The hook will pull the thread through the eye.
5. Grasp the loop of thread behind the eye of the needle.



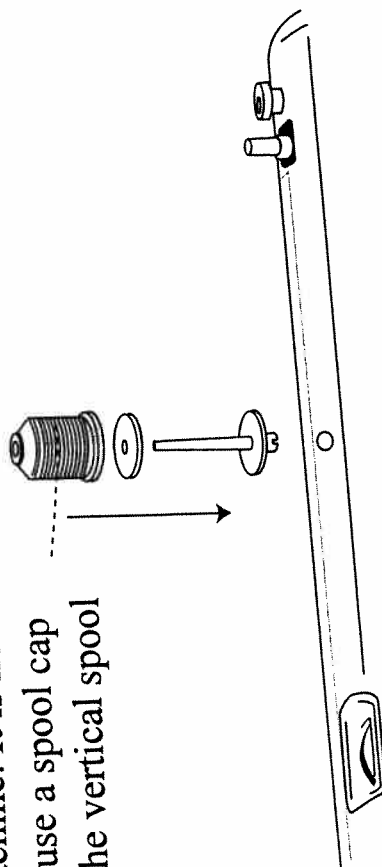
If the automatic threader does not thread the needle, check to assure that it is aligned with the eye of the needle and that the needle is inserted as high as it will go in the slot.

Take care that you do not press the Start/Stop button during threading procedure.

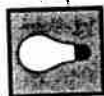
Vertical Spool Pin

A vertical spool pin is included with your machine to make it easier to work with certain types of spools. It is sometimes helpful to use your vertical spool pin when you wish to use two threads at the same time, such as when you wind a bobbin.

The vertical spool pin is placed into the small round hole on the top of the machine. It is not necessary to use a spool cap when using the vertical spool pin.



Vertical Spool Pin



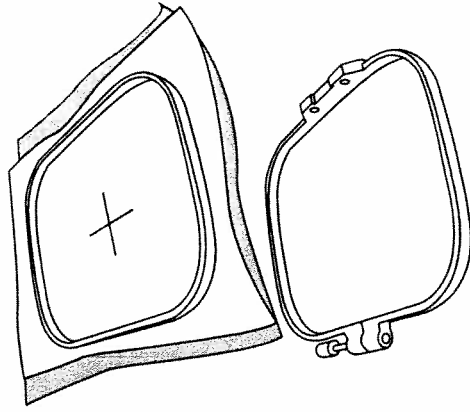
For a decorative effect, you can thread two colors of thread through the same needle. Use a large needle size, such as an 80/12 or 90/14, so that the eye will accommodate both threads.



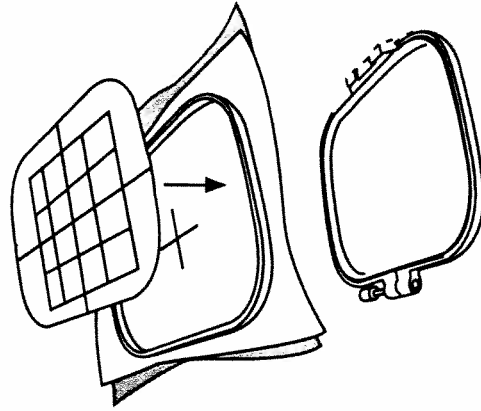
There are two main types of embroidery stabilizer - cutaway and tearaway. Choose cutaway stabilizer for knit fabrics and other unstable fabrics because it provides better support. Use tearaway for stable woven fabrics.

Hooping Procedure

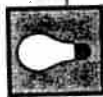
1. Use removable fabric marker to mark the center of the desired placement for the embroidery. Place a piece of suitable stabilizer behind the fabric (Fig. H-1).
2. Remove the one of the templates shown in Fig. H-2 from the back of this manual and cut it out on the outer border. It should fit somewhat snugly inside the inner ring of your embroidery hoop.
3. Position the center crosshair over the center mark on your fabric as shown in Fig. H-2. Adjust the thumbscrew on the outer hoop ring to accommodate the thickness of fabric you will embroider.



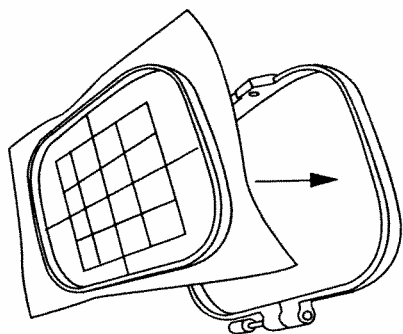
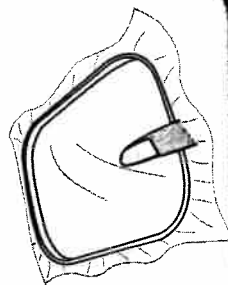
H-1



H-2

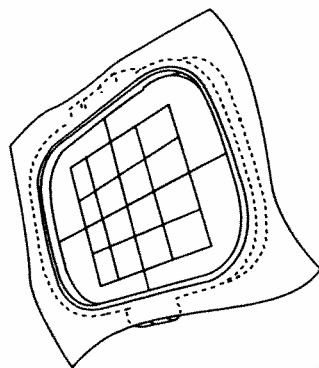


After hooping, run your forefinger lightly across the fabric surface. It should not produce ripples - rather, the surface of the fabric should be taut enough to remain flat.



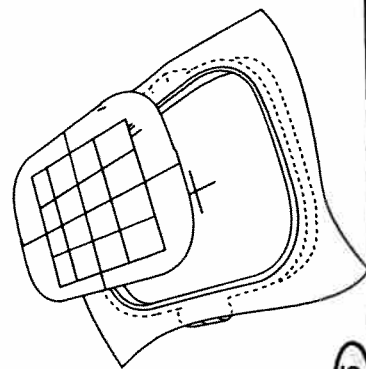
H-3

4. Place the inner ring inside the outer ring, keeping the template in position over the center mark on the fabric (Fig. H-3). You should not need to force the inner ring into the outer ring - rather use gentle pressure while gently smoothing the fabric surface.



H-4

5. When the inner ring has been inserted, check to be sure that the center crosshair of the template is still aligned with the center mark on the fabric (Fig. H-4).



H-5

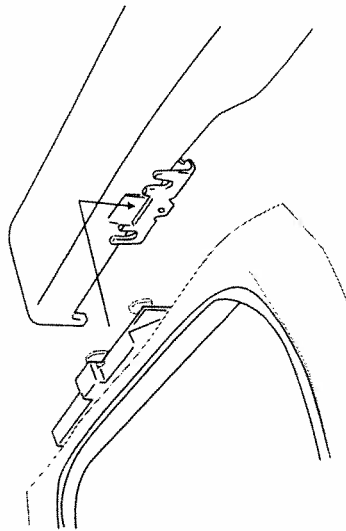
6. Remove the template from the fabric (Fig. H-5) and put it in a safe place for future use.



You may remove the hoop during embroidery if needed to change the bobbin or any other reason. Use care that you do not loosen the fabric in the hoop when the hoop is removed.

Attach the Hoop

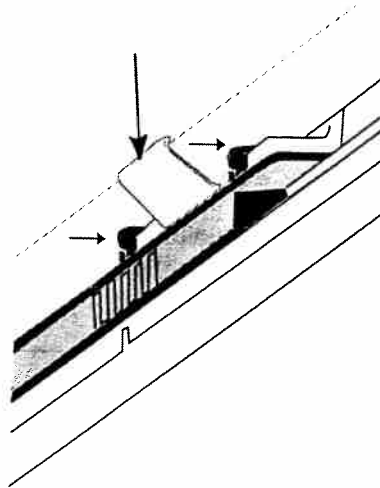
1. Locate the two round extensions on the outer hoop ring (Fig. H-6). Locate the corresponding slots on the machine hoop carriage.
2. Align the round extensions with the slots and gently press downward to attach the hoop (Fig. H-6).



(H-6)

Remove the Hoop

1. Locate the silver tab indicated by the large arrow in Fig. H-7.
2. Press lightly in the tab while lifting the hoop up to release.



(H-7)

Adjust the Tension

1. The tension adjustment for the top tension is the numbered dial located at the top of the machine. The normal range is marked with a darker section behind the numbers. The normal tension balance is one third bobbin thread centered between one-third top thread to each side (Fig. T-1).

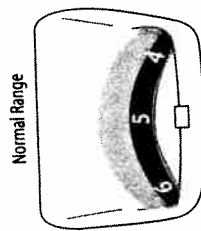
2. In Fig. T-2, there is too much top thread. Adjust by tightening the top thread. Rotate the dial to a higher number.

3. In Fig. T-3, there is too little top thread. Adjust by loosening the top thread. Rotate the dial to a lower number.

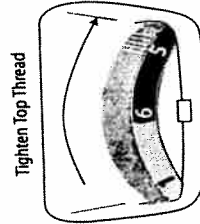
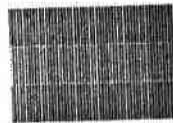
If these remedies fail to produce a proper tension balance, contact an authorized service center.



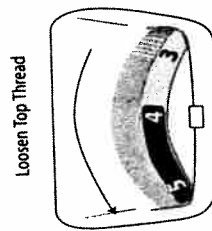
Examine embroidery for proper tension balance by looking at a satin column from the reverse side. The fancy script initials included with your machine are satin stitches. Stitch one out and examine it from the back for the characteristics shown on this page.



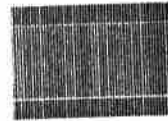
T-1



T-2



T-3

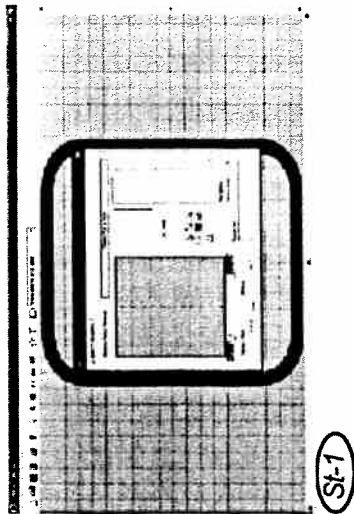




The hoop will move when the software is launched and the machine is recognized.

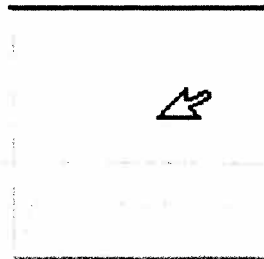
Stitch A Design

1. To run the program, the machine should both be on with the USB cable attached.
2. Click on the White icon on your desktop.



3. The opening screen of the White 4400 software appears with the Navigator screen on top of it (Fig. St-1). On the White software screen, go to *File, Open* and select *C:/Program Files/White/4400/Designs/lesson_designs*. Open design *21807_Teddy*.

4. Click on the *Send to Machine* icon from the top tool bar. In the Navigator screen, click on the square labeled *No Design* (Fig. St-2).



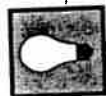
No Design

5. In the *Select Different Design* screen, click on the *Teddy* and click *OK* (Fig. St-3).

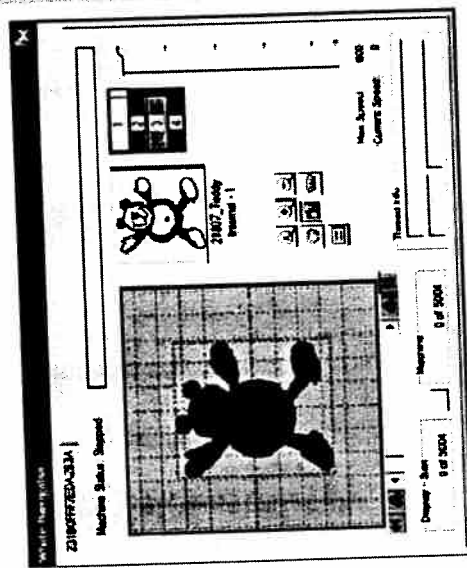
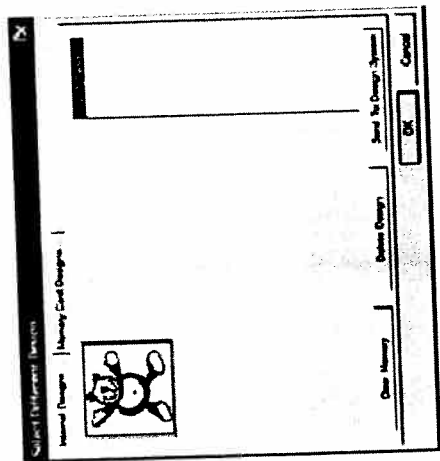
6. You are returned to the main screen of the Navigator (Fig. St-4).

7 Check that the machine is threaded, the hoop is attached, and the presser foot is lowered. Press the *Start/Stop* key on the machine.

8. The machine will stop at the end of the first color. Raise the presser foot and change the thread color. Lower the presser foot and press the *Start/Stop* key to continue embroidering. Repeat at the following color changes until design is complete.



Hoop your fabric with a piece of stabilizer so that it is taut in the hoop. It should be smooth and free of wrinkles.



White 4400 User's Manual



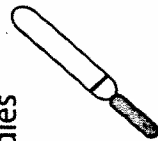
Your machine comes with clear sewing machine oil that should be used to keep your machine lubricated. Oil according to the oiling diagram found in this chapter.

Accessories

These are standard accessories included with your White 4400 embroidery machine.



Needles



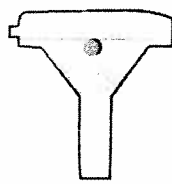
Thread Ripper



Thread Nippers



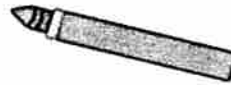
Hoop



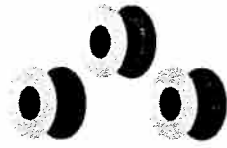
Screwdriver Tool



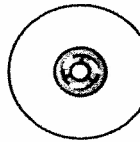
Vertical Spool Pin



Oiler



Bobbins



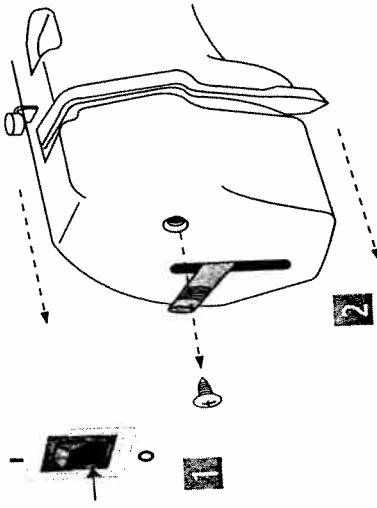
Large Spool Cap



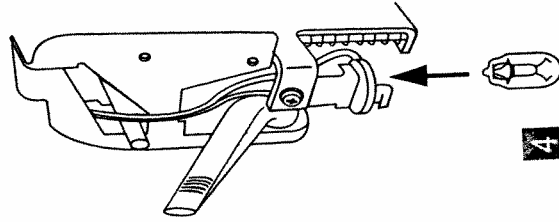
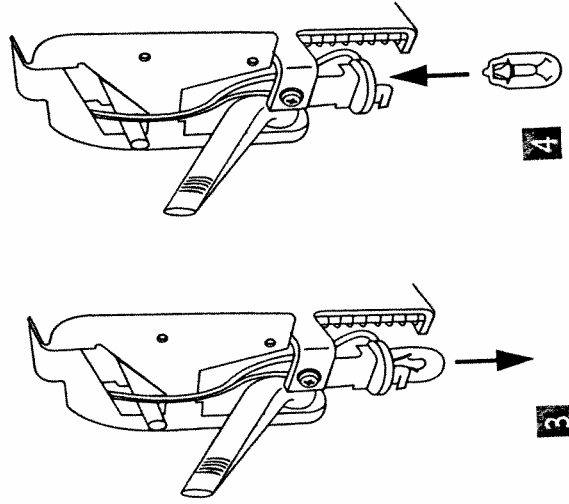
Small Spool Cap

Light Bulb Change

1. Turn off power and unplug from electrical outlet.
2. Loosen the screw on the cover at the left side of the machine and remove the cover.
3. Remove the bulb by pulling it out.
4. Insert a new bulb of the same type and specification.



Be sure your machine is disengaged from power and use only same type of replacement bulb.





If you suspect that a needle is bad, remove it and replace with a new needle. To discard needles safely, place them in an old pill bottle with a child safety

Needle Change

When to Change

The needle should be changed whenever stitching quality appears to be substandard, if the needle feels rough or if the needle appears to be bent or damaged in any way.

Different types of needles have different expected life-spans. Generally, after several hours of continuous embroidery the needle should be changed. The condition of the needle is particularly important to the quality of stitching in outlines and other detailed or precision areas.

You can check your needles for suitability using these tests.

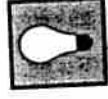
Checking for a bent needle - Remove the needle from the machine and place it on a flat surface with the flat edge of the needle shank down. The needle shaft should be perpendicular to the flat surface.

Checking for a burred needle - Needle can develop rough spots called *burs*. A burred needle should not be used, as the burr can damage the fabric or embroidery thread. Remove the needle from the machine and glide all sides of the needle point across your fingernail. If the point catches or scratches the surface of your nail, it should be discarded.

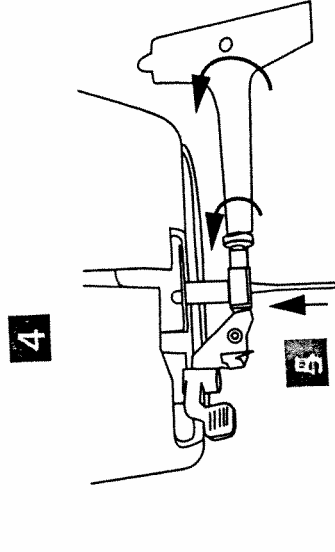
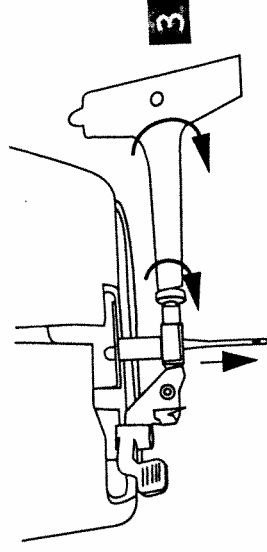
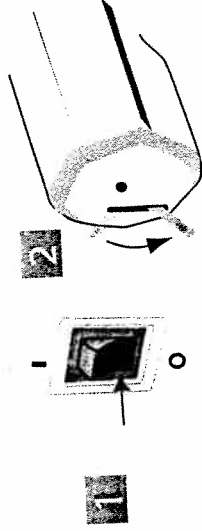
Needle Change

How to Change

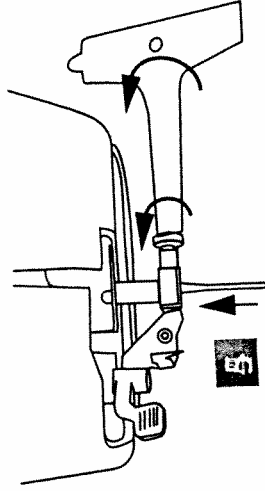
1. Turn off the power to the machine.
2. Lower the presser foot.
3. Loosen the needle set screw using the screwdriver tool supplied with the machine, or with any suitable screwdriver. Loosen only enough to remove the needle.
4. Remove needle.
5. Insert the new needle as far as it will go. The flat side of the needle will be facing away from you. Tighten the needle set screw using the screwdriver tool.



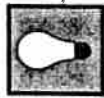
Replacing a needle with a fresh one can help your outlines stitch more cleanly.



4



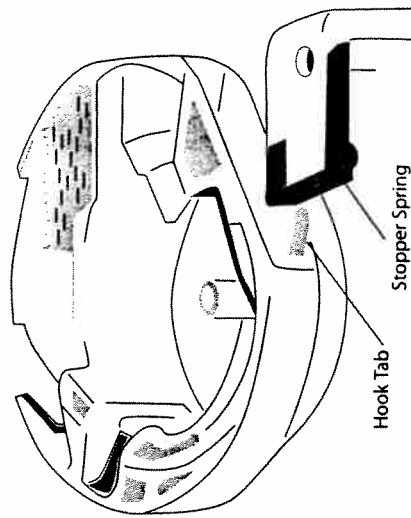
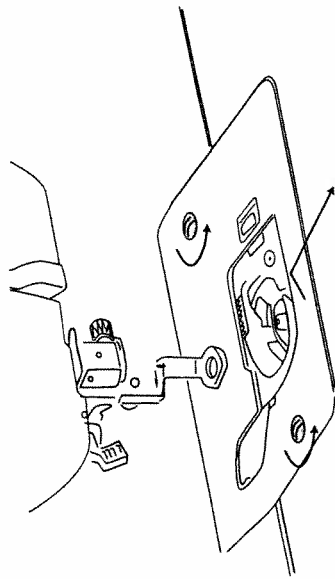
5



Clean the bobbin area on a regular basis, and more frequently when embroidering on high lint items such as fleece or terry.

Cleaning

1. Turn off power and unplug from electrical outlet.
2. Loosen the screws on the needle plate and remove.
3. Remove the bobbin case assembly.
4. Clean the area using a small soft brush.
5. Replace the bobbin case assembly so that the hook tab rests against the stopper.



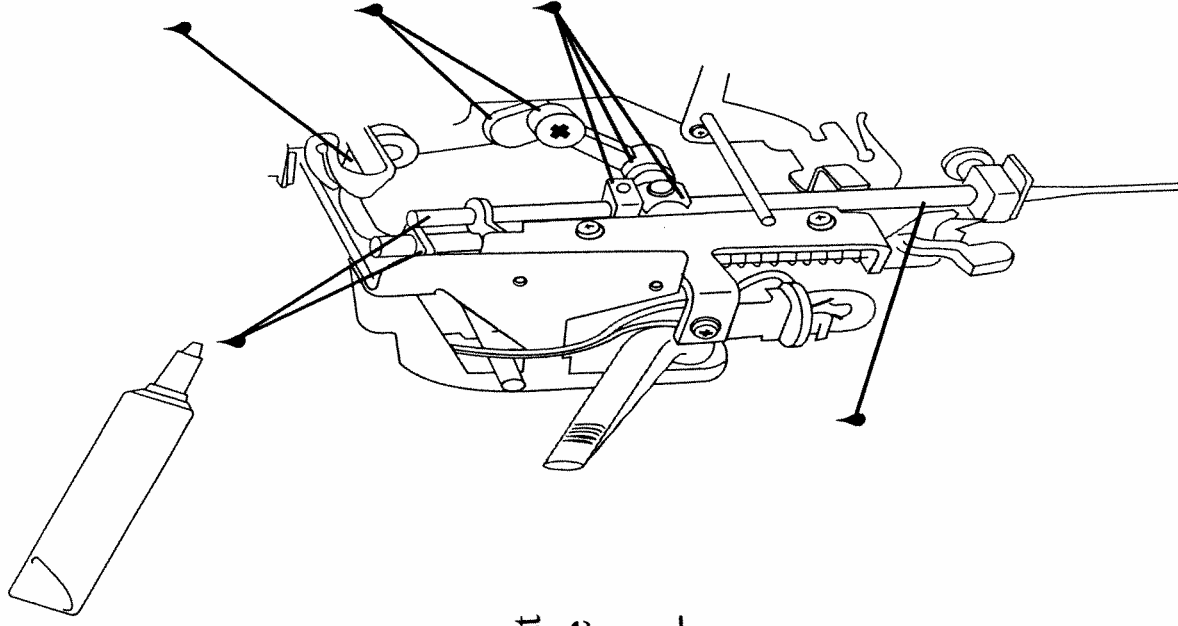


Write down the date of each oiling on the inside cover of this manual.

Lubrication

1. Turn off power and unplug from electrical outlet.
2. Loosen the screw on the cover at the left side of the machine and remove the cover.
3. Place a single drop of clear sewing machine oil at each point indicated on the drawing.

Recommended frequency - once each month or every 100 hours of use.





When lit, LED
lights indicate
current state of
the machine mode.

Control Panel

The control panel of the

machine has:

Four Mode Indicators

Four Message Indicators

Four Mode Selectors

Four Directional Keys

Home Key



- ☐ SELECT
- ☐ POSITION
- ☐ INTERNAL
- ☐ CARD
- ☐ SEWING
- ☐ THREAD
- ☐ COLOR
- ☐ ERROR



Access designs in memory



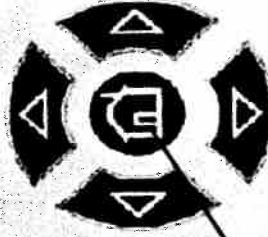
Trace design perimeter



Access designs on card



Select



Home moves hoop to center

Mode Selectors

The Mode Selectors are user keys that can be pressed to change the Mode of the machine to access various operations.



Press this key to access designs in internal memory. These designs are stored within the memory of the machine. The internal memory has a 2mb capacity, or approximately 100 designs. Use the directional keys to select the pattern number.



Press this key after design selection to trace the outside perimeter of the design to be stitched. This is helpful to determine proper positioning of the design.





Press this key to access designs stored on an external memory card that has been inserted into the card slot at the side of the machine.




Press this key to confirm selections made with other keys. It is similar to using an "enter" key on a computer keyboard.



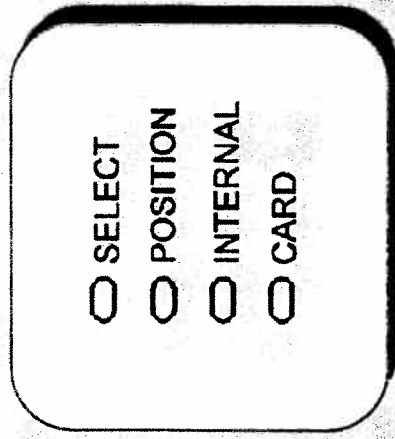
Select designs directly from the control panel by pressing the Internal Memory key . Use the Directional keys to select the design and then press the Select key .



Pressing  during embroidery will erase the current design.

White 4400 User's Manual

Mode Indicators



The machine has modes for specific operations. Following are descriptions of the active mode when the LED lamp is lit beside these titles on your machine's display.

Select - You may select patterns to embroider. When this mode is lit, you may use the left and right Directional keys move through the individual designs in memory or on an inserted memory card. Up and down Directional keys move forward and backward by ten designs at a time.

Position - This light is displayed after design selection. You may position the hoop to a starting point other than center. The Directional keys move the hoop in the direction indicated by the arrow.

Internal - This lamp is lit whenever you are working from internal memory.

Card - This lamp is lit whenever you are working from an inserted memory card.

Message Indicators

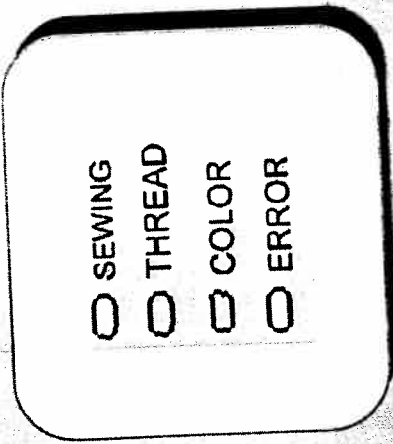
Following are descriptions of the state of the machine when the LED lamp is lit beside these titles on your machine's display.

Sewing - Indicates that the machine is stitching a design, or is temporarily stopped using the Start/Stop key while stitching a design.

Thread - Indicates that the machine is stopped for a thread break.

Color - Indicates the machine is stopped for a color change.

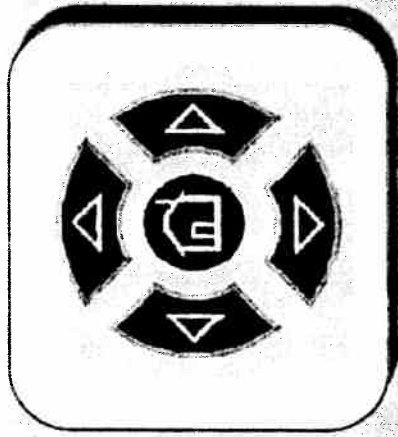
Error - Indicates a condition that needs attention. See error code list for explanation and action to be taken.



☐ SEWING
☐ THREAD
☐ COLOR
☐ ERROR

Directional and Home Keys

The Directional keys surrounding the Home key are used in conjunction with function keys to navigate through designs and functions, as well as to move the hoop. During bobbin winding, the "up" key will cause the winder to speed up, The "down" key will cause the winder to slow down.



Navigator Software

The Navigator software is launched whenever your machine is connected to the computer and the machine is on. This software communicates with the machine.

Internal Memory

1. To open a design from internal memory, click on the square labeled *No Design* (Fig. N-1). After you have loaded any design, the name of the current design will be shown below the box.
2. The *Retrieving Design Information* (Fig. N-2) box appears, stating "Currently working on pulling information from your machine." When the progress bar is complete, a *Select Different Design* screen shows the first nine internal memory design images (Fig. N-3).



(N-1)

You can also select designs directly from the control panel by pressing the Internal Memory

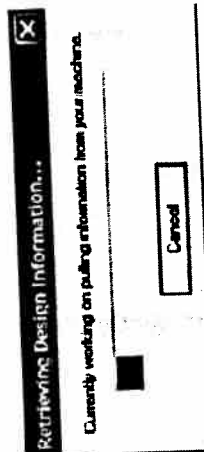


key. Use the

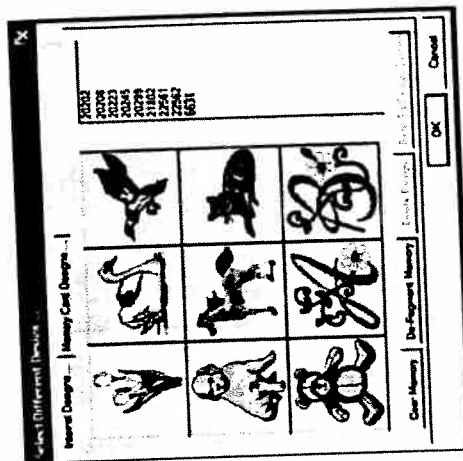
Directional keys to select the design and then press the



Select key.



(N-2)



(N-3)

White 4400 User's Manual



You may move the design on the grid by pressing the Position In Hoop



tool and moving the mouse to place the design anywhere in the allowed hoop



After several individual designs have been deleted, click on the De-Fragment Memory to optimize the storage area.

4. Click on a design icon to send it to the main screen of Navigator (Fig. N-4). You may begin stitching.

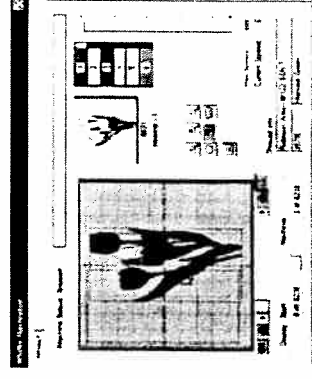
5. The colors of the design are shown on the right side of the screen (Fig. N-5).

6. The colors associated with the design segments are shown in the Thread Info box near the bottom of the screen. The colors may be changed by sending the design to the Design System. To send, click on the *Send to Design System* button near the bottom of the screen. Changing color associations and other operations in the design system are covered in the chapter *Working with Designs*.

- Click on *Clear Memory* to delete designs in Internal Memory

- Click on a design icon and then *Delete Design* to delete an individual design.

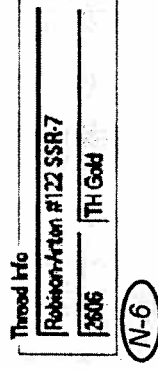
- Click On De-Fragment Memory after deleting individual designs.



(N-4)



(N-5)



(N-6)

Clear Memory De-Fragment Memory Delete Design

Using Memory Cards

You may insert White-compatible memory cards that use the PEC card format.

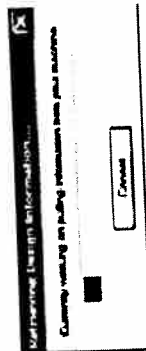
1. Insert a compatible card into the memory card slot at the side of the machine. Click on the *Design* (Fig. N-7) box next to the color bar. Then click on the tab labeled *Memory Card Designs*.

2. The *Retrieving Design Information* (Fig. N-8) box appears stating "Currently working on pulling information from your machine." When the progress bar is complete, a *Select Different Design* screen shows the first nine memory card design images (Fig. N-9).

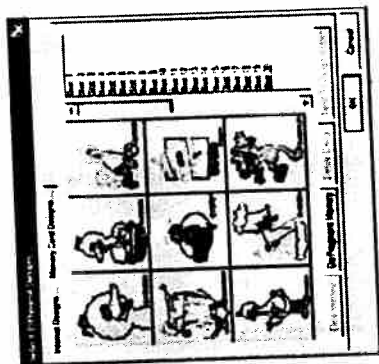
3. Click on a design icon to send it to the main screen of Navigator (Fig. N-10). You may begin embroidering.



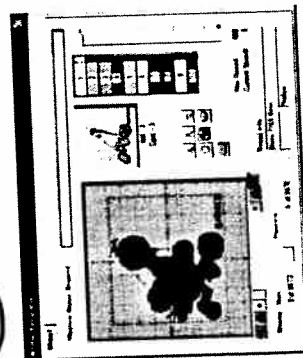
N-7



N-8



N-9



N-10





Be sure to insert the card according to the instructions on the card. Improper insertion may result in damaged connector pins.





To examine an area of stitches closely, click first on the Zoom In icon and then on the Pan tool. The Pan tool lets you move the image around to see any portion closely.


Tools

 returns viewing scale to normal after *Zoom In*, *Zoom Out* or *Pan*.


 increases the viewing scale.

 decreases the viewing scale.

 allows movement of the image on the grid. This tool is particularly useful to see specific areas during *Zoom In*.

 allows the design to be placed in any location allowed by the hoop size.



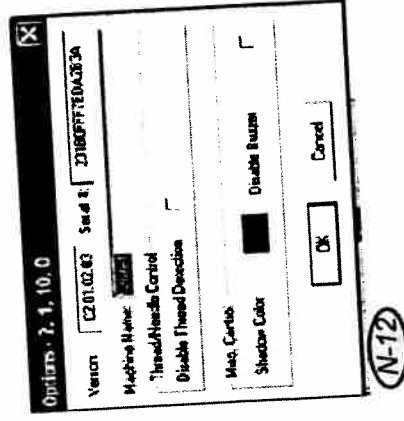
 Accesses the *Options* menu.



Options

You may click on the *Options* button in Navigator to change certain settings.

Machine Name - You can type in a



different name to be displayed for your machine.

Thread Needle Control - Disable Thread Detection - Placing a check in this box to disable the thread break sensor.. This could be helpful if your machine is stopping and displaying a thread break signal when no thread break has occurred. The machine **WILL NOT** stop at any thread break when this box is checked.


Shadow Color - Click on this box to see a color palette that allows you to change the viewing color of the preview image. This is helpful to individuals who have a problem distinguishing between shades of grey.

Disable Buzzer - Click on this box to disable the buzzer that alerts you to certain machine conditions such as thread breaks.



Use Disable Thread Detection only to complete embroidering the machine closely for thread breakage, as the machine will not stop. Consult your authorized service center for a solution.

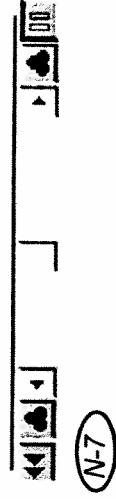


Move forward or backward by one full color segment by clicking on a color segment icon  at the beginning or end of the slider bar.

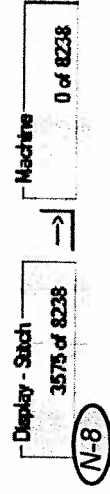
Move To Stitch

You can move to any point in the design, either forward or backward, at any time.

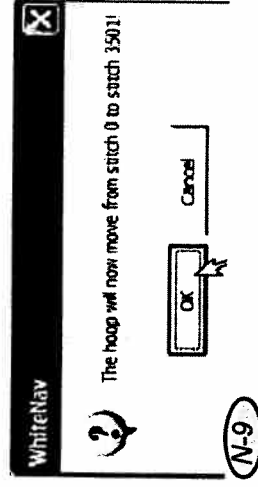
1. Using the slider bar beneath the design display (*Fig N-7*), move to the location where you would like to begin or resume embroidering.



2. When you have reached the location where you would like to embroider, click on the arrow → between the *Display Stitch* and *Machine* stitch count boxes (*Fig. N-8*).



3. You will see a message warning you that the hoop will now move to the proper location to begin embroidering at your designated location (*Fig. N-9*).





This chapter will help you get started quickly with using designs in many ways. Easily merge and resize to make your own original creations.

Software Section 1: Working with Designs

White 4400 User's Manual



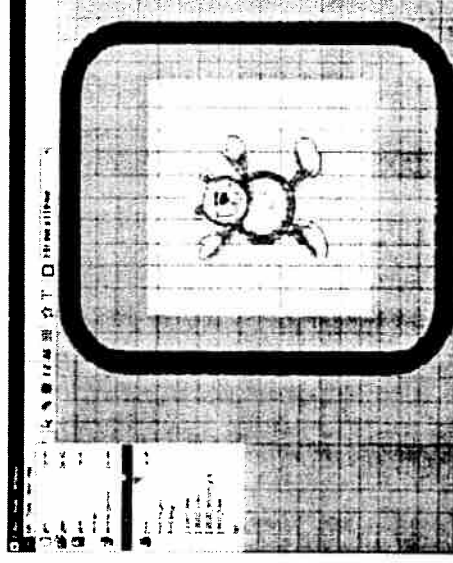
You can create and edit designs while running designs on the machine.

Software Modules

Design Application

Your White software consists of two major modules: the Design application and the Navigator. In the Design application, you work with designs and lettering, performing operations such as:

- Open designs.
- Resize designs.
- Rotate designs.
- Create lettering or add lettering to designs.
- Create designs from artwork.
- Send designs to the machine memory.



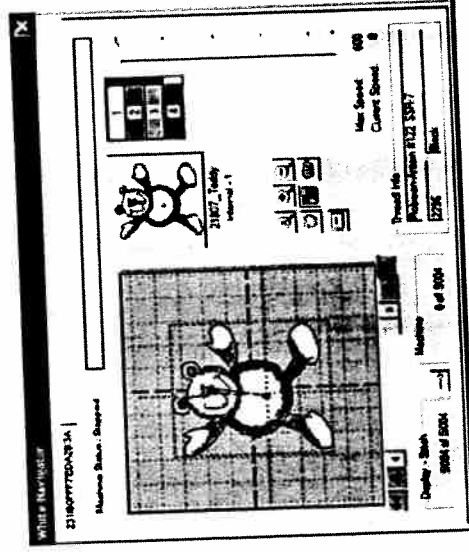
Navigator Module

In the Navigator module, you can:

- Select designs for stitching from the machine's internal memory.
- Delete designs from the machine's internal memory.
- Send designs from the machine's internal memory to the design application.
- Send designs from the machine's internal memory to the design application.
- View and select designs from memory cards inserted into the machine.
- Move to a specific point in a design.



Navigator is the part of the software that communicates with the machine. The functions in this module are explained in the Machine Operation chapter.





Your White 4400 software allows you to open designs formatted for any popular home embroidery machine. For a complete list, see the Menu section at the end of this chapter.


Open Design

Formats

Machines use “languages” called *formats*. The machine format for any design can be identified by the three letter extension following the design name or number.

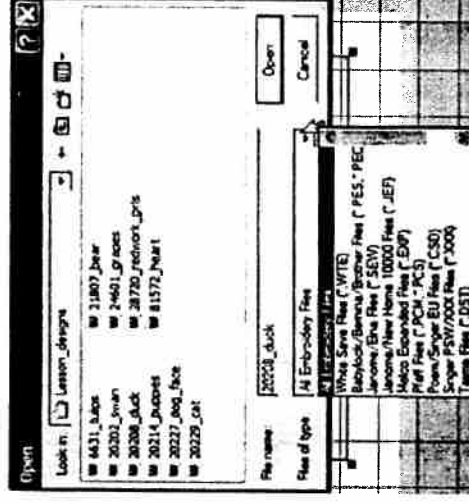
The native format for your White machine is *WTE*, although you are not limited to this format.

1. Go to the *File* menu and click on *Open*, or click on the *File*

Open  icon. Go to the

directory *C:/White/4400/designs/Lesson_designs*. Double click on the file *20208_duck* (Fig D-1).

2. The design opens on your screen, enclosed in a selection box, with the hoop around it (Fig. D-2). The white area around the design represents the available embroidery area.



D-1



D-2

Flip Design

Flip Horizontal

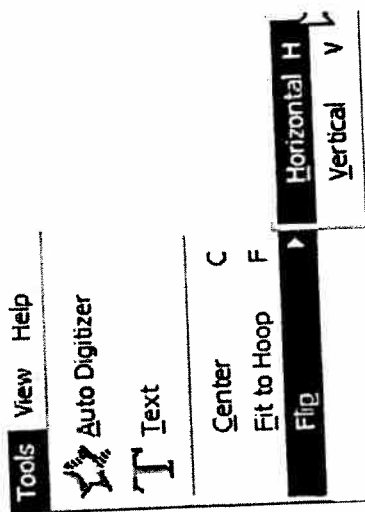
- From the *Tools* menu, select *Flip*, and from the fly-out menu, select *Horizontal* (Fig. D-3).

The design will be changed to a mirror image of the original (Fig. D-4). Click *Edit*, *Undo* and the duck will be returned to its original position.

- Next, click *Tools*, *Flip*, *Vertical* to see how the design is affected. Click *Edit*, *Undo*.



The white area around the design represents the maximum stitching area. Your creations must fit inside the white area.



D-3



D-4